for underground parking facilities for the use of members of the General Assembly and its employees.

Whereas, the parking situation in Annapolis and particularly around State House Circle has been growing more and more acute in recent years during the period of the meeting of the General Assembly; and

WHEREAS, much valuable time is lost by members of the General Assembly and its employees in searching for places to park in and around Annapolis; and

WHEREAS, the facilities available around State House Circle are completely inadequate to service the needs of all of the members of the General Assembly and its employees; and

WHEREAS, it is desirable to maintain the colonial beauty of the State House as it is presently maintained; now therefore be it

Resolved by the General Assembly of Maryland, That the Governor appoint a Commission of not more than fifteen persons nor less than nine and to consist of two members of the General Assembly, a representative of the State Roads Commission, a representative of the County Commissioners of Anne Arundel County, a representative of the Mayor and City Council of Annapolis, a representative of the Department of Public Improvements, the Superintendent of Public Buildings and Grounds, and a representative of the Maryland Historical Society to study the feasibility and desirability of constructing a subterranean parking lot beneath the eastern lawn and slopes of State House Circle in order to accommodate the members of the General Assembly and its employees and to restore and maintain the State House property in its present form and beauty after construction of sufficient parking facilities.

No. 18

(House Joint Resolution 15)

Joint Resolution proposing the creation of a special commission to study the governmental structure and operations of Baltimore County.

EXPLANATION: Italics indicate new matter added to existing law.

[Brackets] indicate matter stricken from existing law.

CAPITALS indicate amendments to bill.

Strike out indicates matter stricken out of bill.